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INTRODUCTION

Champions of Hara is an episodic adventure board game in which 1–4 players race to protect a dying paradise. In versus mode, players compete to contain the Conflux, a hub of unstable energy. Players collect pieces of this energy by defeating Monsters, closing Rifts, and exploring the different worlds within Hara. As players obtain the three types of energy, they unlock powerful new abilities to aid in their quest. The first player to fill all three energy bars and return to the sacred Dojo seals the Conflux and is granted a wish to shape the future of Hara. In cooperative mode, players will work together to overcome the unintended consequences from that wish by defeating powerful corrupted champions and completing Scenario-based challenges.

OVERVIEW

Champions of Hara features two distinct game modes: Versus Arena (player versus player) and Scenarios (cooperative). It is recommended that new players learn the game by playing the introductory version of the Versus Arena first, before moving on to a full game and the more complicated Scenarios. When you’re ready, See "Versus Arena" on pg. 18.

The Versus Arena and Scenarios are all standalone and can be played in a single game session. Scenarios may be played in whatever order your group decides, although some Scenarios have been marked for solo play only. Players may also choose to follow a Story Arc, which consists of playing one Versus Arena followed by one of two Scenarios corresponding to the winning character.

NOTE: Winning the game varies depending on your game mode. See the Versus Arena and various Scenarios for specific win conditions.

VERSUS ARENA

In this standard player versus player game mode, contestants will go head-to-head in a race to be the first to gather 10 of each of the three energy types, which they track on their player board. The first player to reach maximum energy in Red, Blue, and Green and then return to the Dojo is crowned champion!

SCENARIOS

The Champions of Hara core game contains eighteen different Scenarios. Each character has three Scenarios associated with their personal story, including one single player Scenario. Multi-player Scenarios are typically cooperative, and usually involve players facing off against one of the Corrupted—powerful villains that require teamwork to defeat. While most Scenarios are cooperative, some Scenarios involve dividing into teams for player versus player combat. See “Scenarios” on pg. 22.

PLAYING A STORY ARC

When a player wins the Versus Arena game mode, their character is crowned the new champion of Hara, and offered a single wish by Hara’s stewards as a reward. The champions’ wish options each correspond to a different Scenario. Although Scenarios are standalone, and can be played in any order in their own sessions, players are encouraged to follow a Story Arc. Story Arcs begin by playing a Versus Arena match to determine a champion. The champion will then have a choice of two Scenarios related to their character’s story. This is the recommended way of experiencing Champions of Hara, but is not mandatory—players are free to select and play whatever game modes they wish. Players should reset the game entirely between the two games of a Story Arc. After successfully completing a Scenario, that player will unlock a special progression card as a reward for their effort. See “Progression Rewards” on pg. 23.
Setting up the Board

Begin by placing the Dojo tile in the center of the play area. Note the three types of energy symbols around the Dojo. Next, take the six World tiles, and place them around the Dojo, matching the energy symbol on the World tile to the corresponding symbols on the Dojo. You may choose which two Worlds connect to either of the corresponding symbols at the start of each game.

Unless otherwise specified by a Scenario, each World tile must start with the number one and number six spaces touching the Dojo tile. See Figures 01 and 02 for examples. Note that the World tiles have double sided art. It does not matter which side you use during the game, so long as all tiles are on the same side. We recommend that players use the darker side for their first game.

The Dojo

The center World tile with no World deck is called the Dojo tile. Whenever an effect or rules text references “the Dojo,” it is referring to the center space of the Dojo tile. If an effect would cause the Dojo to move or change its orientation, it is referencing the whole Dojo tile. All players begin each game with their miniature in the Dojo (unless otherwise stated by a Scenario).

The Dojo is your home base; players in the Dojo cannot be dealt damage by Monsters. However, players can still be attacked by other players or by Corrupted while in the Dojo. See “Corrupted” on pg. 18. If a player ends their turn in The Dojo, they may choose to heal, and gain any combination of 3 Health and/or Spirit. For example, a player may choose to gain 2 Health and 1 Spirit.
Players cannot exceed the maximum Health or Spirit on their player board (which is 10). When a player is defeated, they respawn back at The Dojo. See "Defeat" on pg. 17.

The Dojo is also the focus of several Event cards, Scenarios, and is where players must return to after reaching max energy in order to win the Versus Arena.

Figure 02: Setting Up The Board
1. Colored energy symbols around The Dojo.

Figure 02

TRACKING TIME
Champions of Hara proceeds in a sequence of Days, beginning on Day 1 and ending on or before Day 6. Each Day has two rounds — Dawn and Dusk. At the beginning of each new round, place the Day tracker on the corresponding space on the Dojo's Day counter.

Figure 03

PLACING THE DECKS
The World decks contain Monster and Event cards with distinct backs. Each World deck contains sixteen cards: nine Monsters and seven Event cards. Begin the game by randomly selecting two Events from each World deck to remove, placing them back in the box (such that only 5 Event cards remain per deck). Shuffle each of the remaining fourteen card decks thoroughly, making sure to get a good mix of Monster and Event cards. Place the World decks on the center space of their corresponding World tile. Place the Item, Dusk, and World Shift decks off to the side.

NOTE: Shuffle the Dusk and World Shift decks, but do not shuffle the Item deck. The Item deck should remain in numerical order. See "Items" on pg. 17.

Figure 04

Figure 05: Character Setup
1. CHARACTER CARD - This card lists the starting Health, Spirit, special resource mechanic, lore, keyword reminders, and primary energy color.
2. PORTRAIT CARD - This card has an image of your character, kept on top of the resource tracker card. The arrows point to your character's current resource value.
3. RESOURCE TRACKER - This card is used to track a character's unique resource. See your character card for instructions.
4. CORE CARDS - Each character has four Ability cards to start the game. Core cards are indicated by a gold glow in the corners.
5. LEVEL UP PILE - Characters earn additional Ability cards as they gain energy throughout the game.
6. MINIATURE - This is a character's physical representation.

Figure 05

CHOOSING CHARACTERS
After setting up the board, players choose which character they are going to play. In the Champions of Hara core game, there are six playable characters. If two players would like to play as the same character, the most colorfully dressed player gets first choice.
The back of each character card contains useful information for choosing who to play, especially for your first session. The most colorfully dressed player should choose a character first, then proceed clockwise around the table. If players cannot agree, roll a die to decide. See "Champions" on pg. 20.

NOTE: Unless otherwise stated by a Scenario, each player begins the game with one Dreamstone (an Item card with the number “0” on the back).

**PLAYER SPACE**

After choosing characters, arrange your play space as shown.

![Figure 06: Player Space](image)

1. **PLAYER BOARD** - This display is used to keep track of your character’s current Health, Spirit, and collected energy.
2. **CHARACTER CARD** - This card has necessary information for playing your character.
3. **PORTRAIT CARD** - This card is used to measure your character’s resource. The orientation of the card’s arrow varies.
4. **RESOURCE TRACKER** - This is a numbered meter placed under the portrait card, different for each character.
5. **ON BOARD CARDS** - These are cards that have been Activated from your hand, and are waiting to be Activated from the board.
6. **TURN ORDER CARD** - These cards are given at the start of the game to determine the order of play. Turn order cards rotate between players at the start of every new Day.
7. **INVENTORY SPACE** - Your character will acquire Item cards throughout the game, which are kept face up above your player board. Unless otherwise stated by a Scenario, all players begin the game with a Dreamstone.
8. **LEVEL UP PILE** - These cards are kept underneath your character card until you level up. See “Leveling Up” on pg. 8.
9. **CORE CARDS** - These are cards that start the game in your hand (not shown), designated by glowing gold corners.

**CORE CARDS**

Each character has four core Ability cards that they begin the game with. All characters have one core Ability card in common — Dash. The other three cards are unique to that character. These cards start in your hand to begin the game, and will remain with you throughout the game.

**PLAYER BOARDS**

At the start of each game, all players are given one player board. Players set their energy bars to the starting position at the bottom, and their Health and Spirit to the spawn values listed for their character. None of these bars can ever exceed their max value of 10.

![Figure 07: Player Board](image)

1. **HEALTH BAR** - This bar is used to track your character’s Health.
2. **SPIRIT BAR** - This bar is used to track your character’s Spirit.
3. **ENERGY BARS** - Players begin the game with zero of each type of energy, with the corresponding colored cube on the starting position.
4. **THRESHOLDS** - These spots on each energy bar indicate when your character has gained enough energy to choose a card of the corresponding color from your Level Up pile and add it to your hand. See “Leveling Up” on pg. 8.
5. **MAX ENERGY** - When you’ve reached the end of the energy bar, you cannot gain any more energy of that color — unless you lose some (for example, as a result of defeat). See “Defeat” on pg. 17. Additionally, the first time a player reaches max energy in their character’s primary color, they may draw their Ultimate card if able. See “Ultimates” on pg. 8.
HEALTH
Each character has a different amount of Health to start the game. A character’s starting Health is listed as their spawn value — this is also what a player’s Health is set to when respawning after a defeat. See “Defeat” on pg. 17. A character’s Health can never exceed 10.

SPIRIT
Similar to Health, each character has a spawn value for Spirit. Spirit represents a character’s remaining willpower — a necessary resource for manipulating the magical energies throughout Hara. For example, Spirit is spent to increase your odds of success when attempting to beat the challenge ratings on Rift and Event cards. See “Challenge Ratings” on pg. 15.

GAINING ENERGY
Energy represents the three aspects of light that make up all matter on Hara: Red, Blue, and Green. Throughout each game, players will gain energy in a variety of ways, such as defeating Monsters, closing Rifts, and completing Event cards. These cards will show the type and amount of energy gained in various locations on the card.

LEVELING UP
When you reach the threshold in the middle of each energy track, your character levels up in that type of energy. If a player levels up during their turn, at the end of that turn he or she selects one card of the corresponding color from their Level Up pile to add to his or her hand. The next player should begin taking their turn during this process. If a player levels up when it is not their turn, they gain the new card immediately.

LEVEL UP PILE
Any card belonging to a character that is not a core card starts the game in their Level Up pile. This pile should be kept underneath that player’s character card. Each character’s Level Up pile contains two Red cards, two Blue cards, two Green cards, and one Ultimate. Players can unlock additional cards for each character by completing Scenarios. See “Progression Rewards” on pg. 23.

ULTIMATES
Each character’s Level Up pile contains one card labeled as "Ultimate." Ultimates are powerful, and are returned to the Level Up pile after a single use. Players may only hold one copy of the same Ultimate card at a time; if a player has their Ultimate card in their hand when they would otherwise draw their Ultimate card from their Level Up pile, they gain nothing instead (unless that player has unlocked their alternate Ultimate, in which case they may hold both). Players gain their Ultimate cards in the following ways:
1. At the start of the Dusk round on Day 3, all players draw their Ultimate card.
2. As the result of a Scenario, Item, Event, or some other effect.
3. The first time each player reaches maximum energy in their character’s primary color, they draw their Ultimate card. Like Leveling up, drawing your Ultimate card this way happens at the end of your turn. If a player reaches max energy in their primary color when it is not their turn, they draw their Ultimate card immediately. A character’s primary color is listed on their character card.

NOTE: The goal of Versus Arena, and some cooperative Scenarios, is to reach max energy in all three colors.
LOCKED CARDS
Each character has two locked Ability cards, which can only be unlocked and added to that character’s Level Up pile after completing the associated Scenario for that character. These cards cannot be used prior to being unlocked, and should be kept in the box until then. See “Progression Rewards” on pg. 23. One of these two cards is an alternate Ultimate; anytime a player would draw their Ultimate card, they are free to select either Ultimate, and may hold both unique Ultimates in their hand at the same time. The other locked card is a passive Ability, which stays in a character’s inventory space and remains in effect for an entire game.

TURN ORDER CARDS
At the start of the game (regardless of whether you are playing Versus Arena or a Scenario) the most colorfully dressed player takes Turn Order card number one. Roll a die if you cannot decide. After determining the first player, each player takes the next sequential number going clockwise around the table. The player to the left of the first player is the second player. The player to the left of the second player is the third player, and so on.

MONSTER CARDS
Monster cards are spawned face up. Unless otherwise specified by an effect (such as the Monster Keyword Aggressive), players may move through Monster cards without interacting with the Monster. See “Fighting Monsters” on pg. 14.

EVENT CARDS
Event cards are story-based encounters, that are spawned face down. During a player’s turn, he or she flips an Event as soon as they move on to, transport to, or otherwise land on a space with an Event, and resolves it immediately. This ends the player’s movement, even if an effect would have allowed them to move more spaces. Unless otherwise specified by an Ability, players may never move through a space with an Event card. If an effect causes a player to move onto an Event card, or an Event card spawns on a player, while it is not his or her turn, the Event card remains face down until the start of that player’s next turn. If a player begins their turn on an Event card, that Event triggers immediately. See “Events” on pg. 16.
GAME FLOW

Every game of Champions of Hara takes place over a series of Days. Each Day is broken into two rounds — Dawn and Dusk. Each round consists of one turn per player. The game starts on the Dawn phase of Day 1, and ends on or before the Dusk phase of Day 6.

DAYS

Days are marked on the Dojo tile using the Day tracker. The Day tracker moves one space on the Day counter each time the round changes from Dawn to Dusk, or Dusk to Dawn, proceeding across Days. At the start of each round, cards will spawn out onto the board from different decks. At the start of a new Day, players pass Turn Order cards counterclockwise.

NOTE: When playing a cooperative Scenario, there is a Corrupted turn at the end of each round, after all players have taken their turn. See "Corrupted Turn" on pg. 19.

DAWN

At the start of each new Dawn round, players pass their Turn Order cards for the new Day, and spawn the top card of each World deck onto that World. Each card spawns on the number space of that World corresponding to the Day number. For example, if it is Dawn of Day 2, spawn cards on the number 2 space of each World. If the space that a card is supposed to go onto already has a hex card, spawn the card on the open space of that World tile with the lowest number. An open space is any space on a World tile without a hex card on it. If no spaces are open, put that card back on top of the deck. Monster cards are spawned face up, and Event cards are spawned face down.

DUSK

At the start of each Dusk round, spawn cards from the Dusk deck equal to the number of players +1. For example, if you are playing with four players, spawn five cards from the Dusk deck. Some Scenarios may change the number of cards spawned this way. Dusk cards are spawned by rolling the World dice once per card. The color die indicates which World tile the card is spawned on. The number die indicates which numbered space that card appears in on the designated World. If that space is filled, spawn the card on the open space on that World tile with the lowest number. If no spaces are available, reroll the World dice for that card.

IMPORTANT: If any effect causes you to spawn a card, regardless of the current round, start by searching the designated deck. If the card is not in the deck, search the discard pile, followed by the game box. If the card is currently on the board, ignore the effect.

At the end of each Dusk round, but before the next Day begins, draw a World Shift card. Follow all the instructions listed, then continue play.

At the beginning of the Dusk round of Day 3, each player selects the Ultimate card from their Level Up pile and adds it to his or her hand. See "Ultimates" on pg. 8.

WORLD SHIFT

World Shift cards are kept face down in their own deck off to the side. When transitioning between Days, players flip and resolve one World Shift card, reading the effects aloud. World Shift cards will cause the map of Hara to physically change. Players should work together to carefully lift the tiles designated, swapping their locations but keeping the orientation of the tiles the same (the boards remain facing the same direction throughout the process).

TURNS

Each round (Dawn and Dusk) consists of one turn per player. In most Scenarios, there is a Corrupted turn after each player has taken their turn (this is not the case in Versus Arena). Turn order proceeds following the numbers on the players’ Turn Order cards. See "Turn Order Cards" on pg. 9. Each turn is comprised of two phases — Adventure phase and Monster Attack phase.

PHASES

Turn phases are taken one at a time, and must be done in order.

PHASE 1 – ADVENTURE

During the Adventure phase of your turn, you have three Activations. An Activation refers to using an Ability card from either your hand or your board. When Activating an Ability card from your hand, use the top section of the card marked “in hand,” and then place it on your board. When Activating an Ability card from your board, use the bottom section of the card marked “on board,” and then return it to your hand at the end of the turn. An Ability card can only be Activated once per turn, regardless of whether it’s from your hand or the board. The number of Activations a player has can be altered by certain Ability cards or other effects, and Ability cards that state they are “Free” do not cost an Activation. See "Ability Cards" on pg. 11.

NOTE: While in the Adventure phase, players may use other cards that do not cost Activations, such as their Items, Turn Order cards, or Abilities on the board with charges.

NOTE: To avoid confusion during a turn, rotate cards sideways after Activating them to show they cannot be used again that turn.
PHASE 2 - MONSTER ATTACK
After a player is done with their Adventure phase, they must declare so out loud to the table. The player may no longer Activate Ability cards, use Items, or Turn Order cards unless otherwise stated on a card's effect. The player whose turn is ending checks their position on the board against all Monsters and Corrupted, looking at the range. If the player is within range of a Monster or Corrupted, they are attacked by that target, taking damage equal to the target's attack strength. Pay attention to any special effects or Keywords that Monsters or Corrupted may have, that change how they affect players.

NOTE: After the Monster Attack phase, players should check for any effects that reference “the end of turn,” pick up any Ability cards that were Activated from their board, and select a Level up card if they've reached an energy threshold on their player board.

ABILITY CARDS

Ability cards can only be used on a player's turn during their Adventure phase, unless otherwise specified by an effect (such as some Ability cards with charges). Ability cards can be used from either a player's hand or the board.

Figure 14: Ability Cards
1. CARD NAME - Each Ability has a unique name.
2. CORE CARD - These golden corners indicate that the Ability is a core card, and starts in your hand at the beginning of the game. All other Ability cards (those without golden corners) remain in the Level Up pile until earned.
3. TOP EFFECT - This is the effect if Activated from your hand.
4. BOTTOM EFFECT - This is the effect if Activated from your board.
5. CARD ID NUMBER - This is for reference only.

NOTE: Players have three Activations to use during the Adventure phase of their turn. Regardless of whether you Activated the Ability card from your hand or board, it costs one Activation, unless it states that it is "Free". See "Free" on pg. 13.

Figure 15: Life Cycle Of A Card
1. Activate a card from your hand, using the "in hand" effect.
2. Rotate the card clockwise to show it has been used this turn.
3. At the end of your turn, rotate the card clockwise again, so the "on board" effect is ready to use on a following turn.
4. On another turn, Activate the card from the board, using the "on board" effect.
5. Rotate the card clockwise to show it has been used this turn.
6. At the end of your turn, return that card to your hand to use again on another turn.

NOTE: You can only Activate the same card once per turn, regardless of whether it's from your hand or from the board. Rotate cards sideways after use to signify they cannot be used again that turn.

PLAYINGABILITY CARDS

While Adventuring through the world of Hara, your Ability cards will stay in one of two places – either in your hand or on the board in front of you. You begin the game with your four core cards in hand. By spending one of your Activations, you can play one of those cards, activating its top effect and placing it on the table. On a subsequent turn, you can spend an Activation to use that card from the board, Activating the bottom effect before returning it to your hand.

NOTE: Players do not have to use all their Activations in order to have
a successful turn, and sometimes it behooves a player to hold onto cards to use on a subsequent turn. However, players are typically rewarded for doing as much as they can each turn.

NOTE: The instructions on an individual card overrule any instructions in this rulebook.

TARGETS

A target can be a Monster, a Corrupted, or player (whether that is a teammate, an opponent, or yourself). Unless an Ability specifically states a type of target, such as “choose a Monster” then it can be used on any target. For example, “deal 2 damage, range 2” can be used on a Monster, Corrupted, or any player. See “Range” on pg. 13 to learn more about choosing targets.

If a card refers to “all targets” within a certain range, it means all players, Corrupted, and Monsters within that range of your current space, including yourself. If a card says “all other targets” it does not include yourself.

CHARGES

Certain Ability cards (and Items) have charges - meaning they can be used multiple times. A card’s charges are shown in the center diamond of that card. When that card enters play, take a charge counter and place it on the center of that card with the matching number pointing up. With rare exception, most cards count charges down, meaning they start with a total number of uses that are depleted. Each time a charge is used, rotate the charge counter so that the remaining number of charges available is oriented at the top. When an Item card with charges has no charges remaining, discard it. Ability cards with charges will specify how to pick them back up so they can be used again. Unless otherwise specified, using charges does not cost an Activation. Often cards with charges have effects that can be utilized outside the Adventure phase of your turn — such as responding to Monster attacks or preventing damage.

MOVING SPACES

Certain Ability cards and Items will allow players to traverse the World tiles. These cards will say “move,” followed by a number. That number is the amount of spaces a player can move as a result of that effect. Players may move up to the designated amount, but may choose to move less. For example, if a card says “move 3,” that player may move 1, 2, 3, or 0 spaces. When moving, players may travel to any of the adjacent spaces.

NOTE: The World decks are placed in the middle of each World tile – this middle space is for placing the deck only, and cannot be moved onto by players, Corrupted, or Monsters. Only the six spaces around the deck are considered spaces for movement and calculating range. See “Range” on pg. 13. This does not pertain to the Dojo tile.

TRANSPORTING

Some cards will allow a player to change their current space without moving. A card that says “transport” allows a player to pick up their character figure and place it on a different space. Transporting is not considering movement. The player does not land on any spaces in between their initial location and their destination, nor do effects that give plus or minus movement affect the act of transporting; however, effects that alter range can affect how far you may transport with an Ability.
**RANGE**

Some Ability or Item cards require you to make a choice dependent on range — either choosing a target (player, Monster, or Corrupted) or a space. For example, a card may read, “transport to any space within range 2.” When calculating range, the space your champion is on is considered range 0. All spaces adjacent to your current space are range 1. Any spaces that are two spaces away from your current space are range 2, and so on. If a Monster is within range 1, it is also within range 2; for example, if an Ability says “Choose a Monster, range 2,” you may choose any Monster that is within range 2, including Monsters range 1 or range 0.

Certain Ability cards affect all targets that are within range, as opposed to a single target. If an Ability card says “deal 2 damage to all targets within range 2” it deals 2 damage to all players, Corrupted, and Monsters that are in range 0, range 1, and range 2, including the player who used the Ability card. Conversely, if an Ability card says “deal 2 damage to all other targets within range 2,” it does not deal damage to the player who used the Ability card.

**NOTE:** Just like when moving, the center space of each World tile (where the World deck is placed) is not considered a space. When calculating range, players only reference the outer six spaces around the World deck. This does not pertain to the Dojo tile (which has no deck) and may be moved through.

**FREE**

On his or her turn, a player has a total of three Activations to spend on playing Ability cards (unless an effect gives that player more or less Activations). Typically, one Activation is equal to playing one card, whether from your hand (for the top effect) or from the board (for the bottom effect). Cards that say “Free” do not cost an Activation, and can be used in addition to your other 3 Activations in a turn. There is no limit to the number of free cards you play in a turn. Typically, only the top or bottom effect of a card is free, not both. If you gain an Activation when it is not your turn, you may choose to use an Ability designated as “Free,” but it still costs that Activation.

**DEALING DAMAGE**

Your bread and butter of defeating Monsters, Corrupted, and other players is dealing damage. Damage dealt reduces a target’s Health by the same amount. Monster Health regenerates at the end of each Monster Attack phase — meaning damage to Monsters does not persist between turns. To defeat a Monster, a player must deal enough damage to equal that Monster’s Health in a single turn. Players and Corrupted have persistent Health bars between turns. When damaging a player or Corrupted, reduce their Health bar by the corresponding amount, but do not reset it at the end of the turn.

**NOTE:** Some Abilities may reference “your next attack.” Any Ability, Item, or other effect that deals damage is considered an attack.

**PICKING UP/PUTTING DOWN CARDS**

Occasionally an effect will cause you to put down an Ability card from your hand, or pick up a card from your board. When instructed to put down or pick up a card, that Ability’s effect does not take place. Only the location of the card changes.

"LOSE" VERSUS "COST/PAY"

Certain Ability cards, Events, and other effects will require players to spend resources. Players may be asked to spend Health, Spirit, energy, or their character specific resource. When an effect states to “lose” a resource, subtract the designated amount from your current total, even if you have less than that amount. For example, if an effect states that you must “lose 3 Spirit,” but you only have 2 Spirit remaining, reduce your Spirit to 0 and continue playing. However, the terms “cost” and “pay” are requirements that must be met in order for an effect to take place. For example, if an effect states, “you may pay 3 Spirit,” but you only have 2 Spirit remaining, you do not deduct any Spirit and the effect does not take place. The terms “cost” and “pay” are interchangeable in this regard.
MONSTERS

The primary way players gain energy is by defeating Monsters. Many different types of creatures reside in Hara, some native and others brought from distant worlds.

GAINING LOOT

There are three types of rewards for defeating a Monster:

- **ENERGY** - The most commonly found reward. Energy is necessary for leveling up, winning the Versus Arena, and completing certain Scenarios. There are three types of energy: Red, Blue, and Green. When a player gains energy, they move the cube on the energy bar of the corresponding color that many spaces forward. When a player receives Gold energy, they may treat it as any type (Gold can either be Red, Blue, or Green). If a player receives multiple Gold energy at once, they may divide it as they choose between the three colors. For example, 3 Gold can become 2 Red and 1 Green energy, or one of each color, etc.

- **ITEMS** - Some Monsters drop powerful Items that can aid a player throughout their quest. The Item reward symbol on a Monster will reference a number. When players gain an Item, they search the Item deck for the card with the matching Item number and place it face up in front of them in their inventory space. See "Items" on pg. 17.

- **SPECIAL** - The least common reward is Special Loot. Special Loot varies from Monster to Monster. A Monster’s text box will explain the effect of their Special Loot. Special Loot is an effect that happens immediately upon defeating a Monster.

MONSTER KEYWORDS

There are five Monster Keywords, which alter when the Monster attacks, how much damage it deals, or create additional limitations or advantages when interacting with a Monster.

- **AGGRESSIVE** - These Monsters have become vicious due to the volatile nature of Hara. Aggressive Monsters attack players one time as soon as they enter that space on his or her turn. If an effect would cause a player to move onto an Aggressive Monster when it is not their turn, they do not attack immediately; however, if you begin your turn on the same space as an Aggressive Monster, you are immediately attacked.

- **ALLY** - Allied Monsters are either kind, intelligent, or opportunistic. While on the same space as a Monster with Ally, you may choose to discard that Monster instead of fighting it to gain the reward listed after “Ally” in their text box. You do not gain the normal loot when choosing to Ally with a Monster instead of defeating it.

FIGHTING MONSTERS

In order to defeat a Monster, players must deal that Monster damage. See “Dealing Damage” on pg. 13. Damage does not persist between turns, meaning that a Monster’s Health must be reduced to zero in a single turn, as it will return to max Health at the end of each player’s turn.

During the Monster Attack phase of each player’s turn, that player will be attacked and dealt damage by any Monster they are within range of. Monsters may also have keywords or special effects. Unless otherwise stated by an effect or keyword, players may move through Monsters without penalty — it is generally only at the end of your turn, during the Monster Attack phase, that players will be harmed by Monsters.

After a Monster is defeated, place it in the common discard pile and continue play.
**ARMORED** - Monsters with Armored are well defended, either by thick hide or sharp reflexes. Armored Monsters prevent all damage that would be dealt to them from outside of range 0. For example, an Ability that says “deal 2 damage, range 2” cannot deal damage to a Monster with Armored unless you are within range 0 of that Monster. If you are on the same space as a Monster (within range 0) you may deal it damage with cards as normal, even if those Abilities would otherwise have range. Monsters with Armored can still be the target of an Ability. For example, if an Ability says “choose a Monster range 2 and transport to that space,” it may still be used on a Monster with Armored as normal.

**CRITICAL** - These Monsters are seasoned combatants. When a Monster with the Critical keyword attacks, a player who is not being attacked by that Monster rolls the number die. If the result of the roll is a 5 or 6, the Critical effect happens. Typically, Critical effects make Monsters deal more damage. For example, if a Monster had an attack strength of 2, and its text box read “Critical: +1 damage,” that Monster would deal 3 damage instead of the normal 2 if a 5 or 6 was rolled.

**DANGEROUS** - Monsters with Dangerous get one final attack after they are defeated. If you are within a Dangerous Monster's range when you deal the final blow, that Monster immediately attacks you (before removing it from the board or gaining loot). After the attack, the Monster is defeated as normal. If you defeat a Monster from outside its attack range, you do not take any damage from the Dangerous effect.

**ASKING FOR HELP**

When playing any Scenario, players on the same team may assist one another in defeating Monsters, even when it is not that player’s turn. On your turn, if you want to defeat a Monster but would like assistance doing so, you may ask any one of your teammates to help. Only one player can help — if multiple players want to help, it is up to the player whose turn it is to decide who will be allowed to offer assistance.

The player who offered their help becomes the assist player. The active player may give the assist player one Activation; the active player loses one Activation, and the assist player gains one Activation, which can be used immediately, even though it is not that player’s turn. The Ability card used as a result of that Activation must be for the purpose of defeating the Monster that the current player asked for help on. Other benefits may be incurred, such as the assist player using an Ability that moves them to a more favorable position as part of helping to defeat the Monster. The player whose turn it is may decide to offer any portion of the Monster’s reward to the assist player as thanks. The players are free to divide the rewards as they see fit.

**NOTE:** As the assist player, you may gain bonuses from equipment items in your inventory, but you may not use discard type items.

**NOTE:** “Free” Abilities cost an Activation for the assist player. Any time you gain an Activation when it is not your turn, you may use an Ability designated as “Free,” but it still costs that Activation.

**BOSSES**

The Dusk deck and the World decks contain one boss Monster each, designated by the skull icon above the text box. If a boss Monster is spawned onto the board during Day 1 (regardless of whether it is Dawn or Dusk) shuffle it back into the deck it came from, and draw a new card. After Day 1, boss Monsters are treated as normal Monsters, except when referenced by a Scenario’s special rules.

**CHALLENGE RATINGS**

All Rifts, and some Events, show a challenge rating – an inline icon with a number inside. For example, \(\) represents a challenge rating of 7. The challenge rating is the value a player will need to match or exceed in order to gain a reward. When faced with a challenge, players will roll the number die and pay any amount of their Spirit to increase the value of their roll. If the total value (roll + Spirit spent) is equal to or exceeds the numerical value in the challenge rating, the player was successful, and reads the success portion in the remainder of the card. If the total value is less than the challenge rating, the player must perform the fail portion of the card (if there is one). Each instance of a challenge rating will instruct players to either “pay Spirit then roll” or “roll then pay Spirit.” See “Rifts” on pg. 16 & “Events” on pg. 16.

**ROLL THEN PAY SPIRIT** - Players roll the die first, and then make an informed choice about how much Spirit to pay. This is typically found as the challenge rating for Rifts.

**PAY SPIRIT THEN ROLL** - Players must gamble by choosing an amount of Spirit to pay up front, and then roll to see if they meet or exceed the challenge rating. This is typically found as the challenge rating for Events.
RIFTS

Figure 20: Riffs
1. **NAME** - This indicates the size and color of the Rift.
2. **GIFT** - A reward for closing the Rift, regardless of whether or not you succeed.
3. **CHALLENGE RATING** - The combined value of your die roll and Spirit paid must meet or exceed this number to gain the success reward.
4. **SUCCESS REWARD** - Energy and/or Items gained for success.
5. **ID NUMBER** - This is for reference only.

Rifts are volatile pockets of unstable energy that can be harvested by players. If a player is on the same space as a Rift during their turn, they may choose to close that Rift. Closing a Rift does not cost a player an Activation or anything else up front. Rifts can only be closed on a player’s turn, unless an Item or Ability card states otherwise. When a player closes a Rift, they immediately gain some energy (the "gift"), which varies between Rifts. Then, the player must attempt to beat the challenge rating. For Rifts, players roll the number die first, and then choose to pay any amount of Spirit they wish. Add 1 to the value of the die roll for each point of Spirit spent. If the combined value is greater than or equal to the challenge rating of the Rift, the player gains the additional reward listed under “Success.” There is no penalty for failing to close a Rift – players keep the initial gift energy, but do not gain the additional reward. A Rift is considered closed regardless of your success or failure with the challenge rating. After a Rift is closed, place it in the common discard pile and continue play.

EVENTS

Figure 21: Events
1. **NAME** - This is the name of the Event.
2. **GIFT** - This is an energy reward received immediately.
3. **STORY** - A piece of flavor text pertaining to your adventure.
4. **CHALLENGE RATING** - When present, this indicates the number you must attempt to beat by paying Spirit and rolling a die. Some Events will feature a choice instead of a challenge.
5. **EFFECT** - This shows the outcome of the Event.
6. **ID NUMBER** - This is for reference only.

Events are mini-stories that involve either a choice or a challenge. When a player moves onto the same space as a face down Event during their turn, that card is immediately flipped over. Players may not move through spaces with Event cards - they must stop to encounter the Event, and do not continue moving when that Event is over. When an Event card is flipped, players immediately gain the gift energy. Players then read the flavor text aloud.

**NOTE:** If an effect would cause a player to move onto an Event card when it is not his or her turn, the Event card is not flipped over yet. If a player starts their turn on an Event, that card is immediately flipped over at the start of his or her Adventure phase.

Some Events involve players making a choice, others require you to attempt to beat a challenge rating. See "Challenge Ratings" on pg. 15. Like Rifts, challenge ratings on Event cards are beaten by rolling the number die, and paying an amount of your character’s Spirit to meet or exceed the value listed in the challenge rating. Unlike Rifts, most Event cards stipulate you must “pay Spirit then roll” – meaning players must choose how much Spirit they wish to spend to increase their likelihood of success. See "Spirit" on pg. 8. After an Event is completed, place it in the common discard pile and continue play.
ITEMS

There are two types of Items:

1. **DISCARD**: These are one-time-use Items. Unless otherwise stated, discard Items can only be used on your turn. Using the effect of a discard Item does not cost an Activation. After a discard Item is used, return it to the Item deck.

2. **EQUIPMENT**: These are Items with persistent effects that last between turns. Equipment Items give a player a permanent benefit that lasts the entire game, unless the Item is stolen or discarded as the result of an effect. Multiple copies of the same equipment do not stack; if you have two equipment cards with the same name, you only gain the benefit from one of those cards.

- **CHARGES**: Some equipment Items have limited uses, designated as charges (like some Ability cards). When a player gets an equipment Item, they should read the Item card carefully, and then place it in their player space with a charge counter token on top, oriented so the number on top matches the number in the Item card’s diamond icon. These cards will instruct a player when they can use a charge. Some Items with charges allow players to use an effect when it is not their turn. When a charge is used, rotate the charge counter to signify that it has one fewer remaining use. Using charges does not cost an Activation. When the final charge is used, return the Item to the Item deck.

**NOTE**: Some Items modify the effect of a player’s Dash Ability card. These Items will specify whether they alter the top or bottom effect of Dash. If the Item does not specify top/bottom, it effects both.

GIVING ITEMS

During the Adventure phase of your turn, you may give Item cards to other players that are on the same space as you. Do not change the number of charges remaining when transferring Items to another player. You may only give Items on your turn, not take them from other players.

DEFEAT

On Hara, death is a fleeting annoyance. If your character’s Health ever reaches zero, you are defeated, but not out of the game. When a character is defeated, their essence is pulled from the void by the Kensei and their body is revived back at the Dojo. Follow these steps upon defeat:

1. Transport your character figure to the Dojo.
2. Reset your character’s Health and Spirit to the spawn values listed on your character card, and perform any other instructions written for your character’s special resource.
3. Lose 2 energy in any combination of colors. When energy is lost, move the tracker of that color backwards.

**NOTE**: If losing energy would cause you to go backwards over a Level Up threshold, you do not lose the corresponding Level Up card. Once you gain a Level Up card, it cannot be lost. If you would cross the same Level Up threshold a second time during the same game, you do not gain another Level Up card.

4. If you are defeated during the Adventure phase on your turn you lose all your remaining Activations and your turn is over.
DEFEATING OTHER PLAYERS

If the effect from a player’s Ability or Item card reduces another player’s Health to 0, that player is given a boon by the Kensei. The defeated player follows the normal steps for defeat, and the player who did the damage gains two Gold energy. The energy that a player gains from defeating an opponent does not have to be the same types of energy that the defeated player lost.

WINNING THE GAME

VERSUS ARENA

In Versus Arena, the first player to reach maximum energy in each color (10 Red, 10 Blue, and 10 Green) and return to the Dojo is the champion! If a player loses energy before they can reach the Dojo, they’ll have to regain energy and return before being crowned the winner. After a player becomes champion, the group should decide if they are going to play a Story Arc. If so, players should reset the game and turn to the Scenario section associated with the victorious character. In the event that no player has won by the end of the Dusk phase on Day 6, the game ends without a winner.

INTRODUCTORY ARENA

If players at the table are new to Hara, it is recommended that they play an intro game to learn the basics before things get heated. For the Intro Arena, follow the regular Versus rules, but treat the Level Up thresholds (five energy) as the max for each color. You cannot exceed the thresholds, and only need to reach five of each color in order to return to the Dojo for the win. You still gain Level up cards as normal when reaching the thresholds in the Intro Arena. Players only gain their Ultimate card on the Dusk of Day 3 and via the effect of Items or Events, but do not gain their Ultimate for reaching max energy in their character’s primary color.

SCENARIOS

Each Scenario presents players with different conditions for winning or losing. In general, players lose a Scenario if they have not completed the win condition by the end of the Dusk phase on Day 6 — meaning that at most players will have 12 rounds to complete their Scenario objective. The most common Scenario win condition is to defeat the opposing Corrupted.

TEAMS

Certain Scenarios involve players splitting up into teams. Teams typically mean an even split between players, but sometimes require asymmetrical player counts (such as one player vs everyone else). Unless otherwise specified by a Scenario, players are encouraged to divide into teams as they see fit. Friendly fire is in effect — if an Ability, Item, or other effect would deal damage, it can be used to harm a teammate. This means that players must be extra careful when utilizing area-of-effect Abilities, such as Soff’s Meteor or Kaoru’s Ursine Tectonics.

CORRUPTED

Corrupted are lifeforms who have existed on Hara for a long time. Each Corrupted has been a champion at some point, but have since lost their way in the chaotic world. Each has their own agenda, but they typically share a common goal of removing the Kensei from power and unraveling the fabric of Hara.

Figure 23: Corrupted

1. NAME - This is the Corrupted’s name.
2. TITLE - This is a piece of defining flavor text.
3. PASSIVE - This is an effect that is always true about this Corrupted, making them more or less difficult to face.
4. ABILITY NAME - Each Corrupted has three different Abilities.
5. ABILITY TEXT - This is what happens when an Ability is used.
6. ABILITY TRIGGER - Each Ability has a set of triggers relating to the die roll during the Corrupted’s turn.
7. HEALTH - This shows the base amount of Health multiplied by the number of players. Use Resilience tokens to track multiple bars of Health.
8. ATTACK STRENGTH - This is how much damage the Corrupted deals to players during the Monster Attack phase (like a regular Monster).
9. ATTACK RANGE - This is the number of spaces away you’ll be attacked by the Corrupted during the Monster Attack phase.
10. WEAKNESS - Each Corrupted has a weakness that can be exposed by discarding a Dreamstone Item card on your turn.
11. HEALTH BAR - Used for tracking the Corrupted’s Health. Unless otherwise specified by a Scenario, this bar must be depleted once per player in order to defeat the Corrupted.
12. MINIATURE - This is an image of the Corrupted’s miniature.
13. ID NUMBER - This is for reference only.
Corrupted have a Health bar that persists between turns, meaning damage dealt does not reset at the end of a player's turn, the way Monster Health does. A Corrupted's Health scales 1:1 with the number of players; their Health bar must be depleted to 0 once for each player in the game. For example, in a four player game, players will need to deal A'shura a total of 72 points of damage in order to defeat her. When a Corrupted enters the game, set their Health bar at the max value shown in their stats using a Resilience token, and then place one Resilience token on the Corrupted's portrait for each player in the game. Each time their Health bar reaches zero, remove a Resilience token, and then reset the Health bar back to max. When all Resilience tokens have been removed, the Corrupted is defeated. When a Resilience token is removed, the player who reduced the Corrupted's Health bar to 0 gains 2 Gold energy.

**NOTE:** If a player deals more damage to a Corrupted in a turn than that Corrupted has Health in their current Health bar, carry over the excess damage after resetting the Corrupted's Health bar back to max. Example: A'shura has 2 Health left, but still has 3 Resilience. On his turn, Thomas uses Beam Saber to deal A'shura 4 damage. A'shura's Health is reduced to 0. She then loses 1 Resilience, and resets back to 18 Health. Thomas gains 2 Gold energy for removing a Resilience token. Then, the remaining 2 damage from Thomas' Beam Saber carries over, reducing A'shura to 16 Health.

**NOTE:** Monsters and Corrupted do not deal damage to one another with their normal attacks. For example, if A'shura ends her turn next to the Teagle, neither one attacks the other. However, Corrupted abilities still affect Monsters. For example, Enoki's ability Whirling Axes deals damage to all targets around him, including Monsters - with the exception of Monsters with the Armored keyword (unless he is within range 0 of the Armored Monster).

**CORRUPTED TEAMMATES**

Occasionally, a Scenario or other effect will cause a Corrupted to form a tentative alliance with one or more players. During the Corrupted Turn, Corrupted on a team with players take their turns before Corrupted who are not on a team with players. In the event that players are divided into two teams with Corrupted on either side, the team with the highest number Turn Order card (the player who took their turn last) activates their Corrupted teammate before the opposing team's Corrupted. Players with Corrupted on their team do not take damage from that Corrupted's attack during the Monster Attack phase. Some Corrupted abilities refer to "enemies," meaning players or Corrupted who are on the opposing team. Corrupted do not target their teammates with abilities. For example, if a Corrupted ability targets the closest player – it refers to the closest enemy player. However, Corrupted abilities that affect "all targets" or "all players" can still affect their teammates. If a Corrupted has no valid target for their ability, that ability does not take place and their Corrupted Turn ends.

**CORRUPTED TURN**

After each player takes his or her turn, any Corrupted on the board take their turn. If there are multiple Corrupted on the board, players may choose which order they Activate in. Unless an effect states otherwise, each Corrupted on the board gets one Activation on their turn. The Corrupted Turn takes place before the Day tracker is moved to the next phase or Day. A Corrupted turn has two steps, which are completed in the following order: Corrupted Activation and Scenario Effect.

**CORRUPTED ACTIVATION:** Roll the symbol World die on behalf of the Corrupted. The result of the roll corresponds to one of three abilities on the Corrupted's portrait. Follow the instructions on the ability in its entirety before activating the next Corrupted. Once all Corrupted on the board have Activated, proceed to the Scenario effect.

**NOTE:** If a Corrupted's abilities, passive, or weakness would ever require a choice of how to move or who to target, the players may make that decision on the Corrupted's behalf. For example, if a Corrupted's ability targets the player with the most Health, and two players are tied, the group decides who is the target.

**SCENARIO EFFECT:** Roll the number die and note the result of the roll. Reference the Scenario Effect section under the Scenario you are playing to determine what effect takes place. These effects can either be positive or negative, depending on the Scenario. After the Scenario Effect step, the Corrupted Turn is over. Move the Day tracker and proceed with play.

**CORRUPTED TEAMMATES**

Occasionally, a Scenario or other effect will cause a Corrupted to form a tentative alliance with one or more players. During the Corrupted Turn, Corrupted on a team with players take their turns before Corrupted who are not on a team with players. In the event that players are divided into two teams with Corrupted on either side, the team with the highest number Turn Order card (the player who took their turn last) activates their Corrupted teammate before the opposing team's Corrupted. Players with Corrupted on their team do not take damage from that Corrupted's attack during the Monster Attack phase. Some Corrupted abilities refer to "enemies," meaning players or Corrupted who are on the opposing team. Corrupted do not target their teammates with abilities. For example, if a Corrupted ability targets the closest player – it refers to the closest enemy player. However, Corrupted abilities that affect "all targets" or "all players" can still affect their teammates. If a Corrupted has no valid target for their ability, that ability does not take place and their Corrupted Turn ends.
CHAMPIONS

KAORU & KUMA

On his homeworld, Kaoru was an outcast among the warriors of his tribe. Due to his physical disability, Kaoru was denied the rites of manhood and deemed unworthy of his own bear companion. In his new life on Hara, Kaoru’s creative spirit imbues him with the power to manipulate stones and soil, allowing him to build a powerful new arm and create his very own best friend, Kuma.

SPECIAL RESOURCE - GRIT

Kaoru has 4 points of Grit per day, which resets back to 4 at the start of each Dawn. When your Grit reaches 0, you may continue to use Abilities by paying Health instead (1 Health = 1 Grit). When respawning, Kaoru resets to 4 Grit.

EXAMPLE: During the Dawn phase, Kaoru activates 3 cards from his hand: Landslide to move to a Monster, Bearfriend to power up his next attack, and then Stone Claw to finish the job, paying a total of 2 Grit. He has 2 Grit left for the next Dusk phase, before his Grit resets on the following day. At the start of his Dusk turn, Kaoru activates Landslide from the board, paying his remaining 2 Grit to move 2 spaces. He then activates Rock Maul from his hand. With no Grit to spend, Kaoru must instead pay 2 Health to activate the attack.

ORIC

King of the painted city, Oppenheim, and idol of the Goonfolk, Oric seeks to win the Conflux to restore his kingdom and sustain the colorful lives of his followers. By devoting his life to art, Oric has managed to find balance amidst the chaos. He uses his heightened instincts, exceptional reflexes, and calm mind to redirect energy at those who would seek to do him harm.

SPECIAL RESOURCE - STANCES

Oric has 3 Stances. At the beginning of each of your turns, you must choose a new Stance that you were not in the turn before. Each Stance offers a different combination of a strength and a weakness:

**Crane Stance:** You gain +1 range, but lose -1 movement.

**EXAMPLE:** If you Activate Dash from the board, you move 0, but may choose a target within range 2 to attack. Although Crane stance gives -1 movement, it doesn’t necessarily reduce Oric’s ability to move around the board, since cards like Vault transport rather than move.

**Tiger Stance:** Your attacks deal +1 damage, but you have -1 range.

**EXAMPLE:** If you Activate Dash from the board, you may move the 1 space as normal, but now deal 2 damage – albeit it range 0. Note that range cannot go below 0.

**Koi Stance:** You gain +1 Activation, but take +1 incoming damage.

**EXAMPLE:** By starting the game in Koi stance, you can use all 4...
of your core Ability cards on your first turn — though you’ll take additional damage if you end your turn in range of a Monster, or if another player wants to try to take you down. However, taking additional damage isn’t always bad for Oric, since it allows him to build charges on Ability cards like Sorosu.

Hailing from a lightless world filled with predatory horrors, Persephone hopes to win the Conflux to end her nightmares once and for all. Hunted by the dream-obsessed scientists called the Oneroi for her ability to wield fear, Persephone grows stronger in the presence of great terror — whether it is her own or her opponent’s.

**SPECIAL RESOURCE - FEAR**

Persephone spawns with 0 Fear. Each time Persephone takes damage, she gains that much Fear. Fear persists between turns and days. As Persephone builds Fear, she passes two thresholds — Scared and Terrified. Persephone’s Ability cards reference having passed these thresholds, and sometimes involve spending Fear that has been built. If you are Terrified, you are also Scared. When respawning, Persephone resets to 2 Fear.

**EXAMPLE:** After being hit by a few Monsters, Persephone starts a new turn with 5 Fear. She activates Fever Dream from her hand to empower her next attack — taking 1 damage in the process. This damage dealt causes Persephone to gain 1 Fear, bringing her to a total of 6 Fear, and up to the Terrified threshold.

Utilizing dance, Soff controls the explosive cosmic energy inside her as best she can. Due to the incendiary nature of her abilities, Soff is often forced to travel alone. As a result, she has developed a keen eye for danger and a quick trigger finger.

**SPECIAL RESOURCE - MANA & HEAT**

Soff spawns with 5 Mana and 0 Heat. Activating Soff’s Abilities causes you to spend Mana and gain Heat in variable amounts. Once per turn you may choose to Reignite - gain Mana equal to your Heat, then roll a die. If the roll is less than or equal to your Heat, you burn out, causing you to take 2 damage and return to 0 Heat (meaning the higher your Heat, the more likely you are to burn out). Otherwise, Heat and Mana stay the same between turns and Days, unless altered by an Ability. When respawning, Soff resets to full Mana and 0 Heat.

On her mundane and magicless homeworld, Soff’s body was overwhelmed by an inexplicable force, leaving her unable to walk. Since being chosen as a champion, Soff has discovered that the free-flowing nature of Hara’s magic has imbued her body with motion.

**SPECIAL RESOURCE - RUNES**

Thomas starts the game with 3 Runes that can be spent to empower his Abilities. Runes are only reduced by Activating Ability cards, and can only be regained by closing Rifts, or as a result of certain Abilities. Anytime Thomas closes a Rift (regardless of Rift size or roll success) he gains 1 Rune. Runes do not reset between turns or days, and to not change when respawning.

Thomas, born on Earth in 19th century London, was thrown in prison after accidentally destroying a city block with one of his unstable inventions. Too brilliant for his own time, Thomas was resigned to isolation until Hara noticed his true potential. After winning his first Conflux, Thomas used the tremendous power to build himself a towering castle deep in the Arechi Wastes, where he labors in solitude on his grand constructions.
In the beginning, Hara was only the thread of a dream, a nucleus of energy born in the belly of the universe. This budding world surged with three powerful forces, each sowing a different aspect of creation across the land. The emerging life forms began to harness this power, shaping the world of Hara piece by piece. The result was beautiful... for a time. With each eclipse of Hara's two suns the primal forces of creation began to rage out of control and threatened to tear the world apart. This cyclical descent into chaos is known as the Conflux.

In an effort to quell the destruction wrought by the Conflux, The Kensei, Hara's stewards, search across the universe for individuals capable of wielding the creative energy in their own unique ways. Those who are summoned are challenged to compete amongst one another to contain the most wayward energy within his or herself. With each Conflux, one will be chosen for their tremendous service, and offered a single wish as a prize. But rarely does our heart's truest desire come without consequence.

Each character in the Champions of Hara core game has three corresponding Scenarios, including one Solo challenge meant for one player. Most group Scenarios involve players working cooperatively to achieve a goal, while some pit players against each other with new conditions. Each Scenario has its own special setup and rules of play. Players may play the Scenarios in whatever order they choose, using whichever characters, but are encouraged to follow a Story Arc. See "Playing a Story Arc" on pg. 4.

Scenarios typically specify particular Corrupted associated with that story. If a Scenario states it has a "Required Corrupted" – that is the Corrupted your group must play against. If a Scenario states it has a "Recommend Corrupted," it is a suggestion, but players may choose to face a different adversary instead.

NOTE: Unless otherwise stated, Scenarios follow the same general rules as the Versus Arena, such as spawning cards in the Dawn and Dusk rounds, drawing Ultimates, player defeat, etc.

SCENARIES

SCENARIO RULES

SCENARIO TOKENS

Used for special Scenario effects, these keep track of certain positive or negative conditions or objectives. Scenario tokens are numbered 1-6 on one side, and have uniform backs on the other. Scenarios will instruct you how and when to use Scenario Tokens.

DOOM COUNTERS

Doom counters are used for keeping track of the loss condition in Scenarios. Each Scenario will instruct how and when to use Doom counters.

SOLO GAMEPLAY

In addition to their multi-player Scenarios, each character has one single player mission that is not part of any Story Arc. Solo Scenarios require in-depth knowledge of your character's Abilities, resources, and the general mechanics of Hara.

QUESTS

Quests are side missions not associated with any particular Scenario. They are an optional part the game that create additional goals and strategies. Unless otherwise specified, Quests can be used in any Scenario and the Versus Arena. Each Quest has two parts, starting on part one. When completing a Quest, gain the reward immediately. To use Quests, shuffle all twelve at the start of the game and deal two Quests to each player. Players look at and select one Quest to embark on for that game, and put the other back in the box. After finishing part one, flip your quest over to part two. Quests are not recommended for your first game.

Figure 24: Quest Cards

1. NAME - This is the name of the quest.
2. PART - Each quest has two parts, beginning on part one.
3. FLAVOR - This is a piece of story about the path ahead.
4. SPECIAL - These are extra rules that apply while on this quest.
5. OBJECTIVE - This determines what must be accomplished to complete the quest.
6. REWARD - This shows what is gained for finishing the objective.
7. ID NUMBER - This is for reference only.
PROGRESSION REWARDS

Each character has two special Abilities that do not start in your initial set of core or Level Up cards. These cards are designated with a lock icon on the front and back, and should remain in the box until earned. After successfully completing a Scenario for your character you’ll be given one of two new cards as a reward. These cards are either an alternate Ultimate or passive Ability. Alternate Ultimates go into your Level Up pile after they are earned, and may be selected in place of your normal Ultimate anytime it would be drawn. After you earn a passive Ability, it stays face up in front of that character, and remains in effect for all subsequent Scenarios. Passive Abilities can only be used in the Versus Arena if they have been unlocked for all characters in play.

KAORU’S SCENARIOS

01. Favorite Pastime (3+ players)

Kaoru shyly steps up to the podium, eyes on his feet, and whispers, “I wish for real friends.” Before the magic even sets to work, the Swampy Bunch are there, offering up a classic game of camaraderie.

RECOMMENDED CORRUPTED: Any (does not start in play).

WIN: Everyone for themselves! The player with the most points at the beginning of Dusk on Day 6 is the winner! See the Special Rules for information on points.
LOSE: If another player wins, you lose. Ties go to the player with the most energy, followed by most Health.

SPECIAL RULES:

At the beginning of Dusk on Day 2, all players take their Dash Ability and place it face up in a pile (so the character back is hidden). Following turn order, each player secretly draws a card from the pile. Reshuffle and draw again if you get your own card. This is your first target (secretly note the name). If your target is defeated (by you, another player, Monster, or Corrupted) announce it to the group, and take a Scenario token or Doom counter to mark your point. You may gain multiple points from a target’s subsequent defeats, until new targets are chosen. After selecting targets, reshuffle the Dash cards face up, and then return them to their proper characters. At the beginning of Dusk on Day 4, repeat the target selection process (previous targets are no longer in effect). If the Scenario Roll Effect results in a 6, spawn a random Corrupted. This Corrupted has half of its max Health, rounded down. Removing a Resilience token from the Corrupted also gives players a point.

Scenario Roll Effect:

• 1-3: Following turn order, all players gain one Activation.
• 4-5: The player with the least Health gains 2 Gold energy.
• 6: Spawn a random Corrupted. If there is already a Corrupted in play, all players gain 1 Gold energy instead.

REWARD: Unlock the progression card “Grizzled Heart” for Kaoru.

02. Lights In The Dark (2+ players)

“I wish to become a true hero.” An innocent, and honest request.

“Granted,” the Kensei spoke soberly, “but know that the dark will always seek to snuff out the light.”

RECOMMENDED CORRUPTED: Any

WIN: All players must be at max energy of each color, have completed both parts of a Quest, and be in the Dojo at the same time before the Corrupted makes their wish. See Special Rules for more information on the Corrupted’s wish.
LOSE: When any player is defeated, gain 1 Doom counter. If the number of Doom counters equals or exceeds the number of players +1, you lose.

SPECIAL RULES:

Place 5 Scenario tokens on the Dojo to begin the game. At the end of each Dawn and Dusk round, remove one Scenario token. When all the tokens are gone, the Corrupted makes his or her wish and you lose. Each time a Resilience token is removed from the Corrupted, add 2 Scenario tokens to the Dojo. If the Corrupted is defeated, you must still win before the end of the Dusk round on Day 6.

Scenario Roll Effect:

• 1-3: All players take 1 damage and lose 1 Spirit.
• 4-5: Players must choose to either pay 2 Spirit or take 2 damage.
• 6: All players gain 2 Gold energy.

REWARD: Unlock the progression card “Unbearable Force” for Kaoru.

03. The Making Of A Man (Solo)

The Kensei, in all their wisdom, didn’t know what to make of the young boy’s request. Gender is all but meaningless on Hara, so they looked into Kaoru’s heart and gave him what he thought he needed.

RECOMMENDED CORRUPTED: No Corrupted or Scenario effects for this time challenge.

WIN: Defeat all seven boss Monsters by the end of Dusk, Day 5.
**SPECIAL RULES:**

This is a solo Scenario just for Kaoru! Begin the game by searching the Dusk deck and each of the 6 World decks for their associated boss monsters. In addition to normal spawns, place the World deck bosses on the number 3 space of the corresponding World tile. Keep the Ancient Hydra off to the side. After defeating all 6 World deck bosses, immediately spawn the Hydra on the Dojo.

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**LEAF'S SCENARIOS**

**04. Shattered Worlds (2+ players)**

"I wish for the Great Forest to be made whole again." The Kensei only have a handful of rules regarding wishes, but there is powerful magic set in place to enforce them. In this case, Leaf’s wish infringes upon the wish of a previous champion, and the reverberation is ear shattering. Seeing the different planes in pieces, darkness takes the opportunity to strike!

**RECOMMENDED CORRUPTED:** Enoki

**WIN:** Defeat the Corrupted before the end of Day six.

**LOSE:** When any player is defeated, gain one Doom counter. If the number of Doom counters ever equals exceeds the number of players +1, you lose.

If every space in a World is occupied by a hex card or a Scenario token, remove that World from the game. If two Worlds are removed, you lose.

---

**SPECIAL RULES:**

Scenario tokens are razed spaces. A Scenario token can occupy the same space as a hex card, player, or Corrupted. Razed spaces are considered normal in every way except they count towards the Shattered Worlds loss condition (regardless of whether or not there is a hex card in that space). Hex cards, players, and Corrupted treat razed spaces as though they were normal spaces. If all Scenario tokens are in play, ignore the Scenario Roll Effect. When a World tile is removed, put all hex cards in the common discard pile, and any Scenario tokens from that World can now be used again. Players on a removed World are defeated and respawn as normal, Corrupted on a removed World transport to a random space.

**Scenario Roll Effect:**

- **1-2:** No effect! You’re safe.
- **3-4:** Randomly spawn 1 Scenario Token.
- **5-6:** Randomly spawn 2 Scenario Tokens.

**EXAMPLE:** Oakenmoor has hex cards on spaces 1-5. When the Scenario rolls, it spawns a Scenario token on space 6. All of Oakenmoor’s spaces are considered filled, and the World is destroyed.

**REWARD:** Unlock the progression card "Symphony" for Leaf.

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**05. Part Of The Tree (3+ players)**

After countless (increasingly creative) attempts to wish the Great Forest back together, Leaf has one final contingency plan: “I wish to become the bridge between my two homes.” To transmute his essence fully, Leaf will need to collect even more energy. Unwilling to let their friend sacrifice himself, the other champions band together to stop him; Enoki on the other hand, supports this noble decision fully.

**REQUIRED CORRUPTED:** Enoki

**WIN:** There are two sides; Leaf and Enoki versus all other players. Leaf wins by reaching max energy. The other players win if they defeat Enoki.

**LOSE:** If one team wins, the other team loses.

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**SPECIAL RULES:**

Leaf begins the game with 2 Gold energy. Enoki is on Leaf’s team. See "Corrupted Teammates" on pg. 19. Enoki only gains Resilience tokens equal to the number of opposing players (not Leaf). It does not matter how many times Leaf is defeated, and he only loses one energy when respawning.

**Scenario Roll Effect:**

- **1-3:** The player with the least energy gains 2 immediate Activations (ties broken by rolling a die).
- **4-5:** Enoki gains an additional Activation.
- **6:** All players gain 1 Gold energy.

**REWARD:** Unlock the progression card “Guardian of the Great Forest” for Leaf.

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**06. Party on, Leaf (Solo)**

Conflux after Conflux Leaf attempts to repair his home with futile wishes. This time he’s got a new angle. Heck, if the wish doesn’t work, at least everyone will have the time of their lives.

**RECOMMENDED CORRUPTED:** No Corrupted for this challenge.

**WIN:** Throw the party of the century! There are four conditions to starting the party: 1) You must be at max energy in all 3 colors. 2) You must have 7 Ally monsters as party guests in your inventory. 3) You must be on the number 3 space in the Baiyu. 4) The Baiyu and Oakenmoor World tiles must be adjacent, with neither as the center tile (both tiles must be on the outer ring of World tiles). See special rules for more information.

**LOSE:** The first time you are defeated, gain 1 Doom counter. The second time you are defeated, you lose. If you haven’t won by the end of Day 6, you lose.

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**SPECIAL RULES:**

Begin the game by removing one copy of each of the following Monsters from their respective decks: Red Riftling, Blue Riftling, Green Riftling, Herald of the Wurm, Herald of the Stag, and Herald of the Serpent. Shuffle these Monsters and spawn them randomly on the number 2 space of each World tile. Search the Dusk deck for...
all 3 Dawn Kirin and spawn them on random spaces. Search each World deck for their respective boss Monsters and spawn each on the number 6 space of their respective World tiles.

After you Ally with a Monster, place them in your inventory space instead of the discard. If you defeat a Dawn Kirin and use the special loot, look at the top card of the World Shift deck; you may choose to activate that card, discard it, or place it back on top of the deck. Spawn cards normally during the Dawn and Dusk rounds.

Scenario Roll Effect:
- **1-3**: Take 3 damage from partying too hard.
- **4-5**: Put a Resilience token on all boss Monsters in play. Monsters with Resilience tokens deal +1 damage.
- **6**: Move 1 and gain 1 Gold energy.

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**ORIC'S SCENARIOS**

### 07. A Drop In The Well (2+ players)

"I wish to once again fill the well of painted magic beneath my kingdom." The Kensei happily set about fulfilling Oric's customary request, only this time the words are overheard by a woman who has vowed to recover every source of sacred water hidden throughout the lands. "Show me, thieves," she spits from her colossal mouth.

**REQUIRED CORRUPTED**: A'shura (doesn't start in play).

**WIN**: Defeat A'shura and fill Jurojin's Jar from each sacred well.

**LOSE**: Every time A'shura lands on the same space as a player with Jurojin’s Jar, gain 1 Doom counter. If the number of Doom counters equals or exceeds 3, you lose. If Jurojin’s Jar is discarded, you lose.

**SPECIAL RULES:**

Begin the game by removing Jurojin’s Hart, Herald of the Stag, a Dawn Kirin, and a Dusk Kirin from the Dusk deck. Shuffle those cards and spawn them face down on random spaces. These cards are flipped face up by moving onto them, like Event cards. There are two phases. The Scenario Roll effect only occurs in Phase 2.

**PHASE 1**

**OBJECTIVE**: Find and defeat Jurojin’s Hart. A’shura is not in play, and there are no Corrupted Turns. Once a player has Jurojin’s Jar, proceed to Phase 2.

**PHASE 2**

**SETUP**: Spawn A’shura on a random space. A’shura treats the space with the player carrying Jurojin’s Jar as though it is the Dojo (all of her Abilities that reference the Dojo move towards that player instead). Roll the World dice for each of the Scenario tokens, spawning tokens 1-6 on random spaces.

**OBJECTIVE**: Jurojin has revealed the location of the ancient spirit wells. A player holding the jar must land on each space in numerical order. When you do, remove the token and refill 1 charge on the jar. After the 6th well, that player must return to the Dojo. Jurojin’s jar may be traded between players.

**Scenario Roll Effect**:
- **1-2**: A’shura gains an extra Activation.
- **3-4**: A’shura moves 2 spaces towards the player with Jurojin’s Jar.
- **5**: All players may move 1 space.
- **6**: The player with Jurojin’s Jar takes an immediate extra turn.

**REWARD**: Unlock the progression card "Dragon Stance" for Oric.

### 08. The Chosen (2+ players)

Looking back on his city in the distance, Oric sighs intently to steady himself. "I wish for reprieve from rule, to travel wherever my feet take me." The Kensei smile as their magic effortlessly plots a grand adventure for the unlikely king. "And who shall accompany you, old friend?"

**RECOMMENDED CORRUPTED**: No Corrupted to start, but there is a Scenario effect and Corrupted Turn for this time challenge.

**WIN**: Defeat all three wanderers (The Forest Ronin, The Skybrarian, and the Wayward Warrior) before the end of Dusk on Day 4.

**LOSE**: If any player is defeated, you lose.

**SPECIAL RULES:**

Begin the game by shuffling the Dusk deck, and spawn each card face down on spaces 2-6 in each zone. When a player lands on a face down Dusk card, flip it face up (like an Event). Dawn cards spawn as normal, but no more cards spawn during the Dusk phase.

**Scenario Roll Effect**:
- **1**: Put a random Corrupted into play. That Corrupted gains 1 Activation, then is removed from play.
- **2-3**: All players lose 1 Health but gain 2 Spirit.
- **4-5**: Players may switch the Dojo with any other World tile, keeping their orientation the same.
- **6**: All players gain 1 Gold energy.

**REWARD**: Unlock the progression card "Dantian" for Oric.
09. Warrior in Distress (Solo)

Oric had not seen Persephone in some time, nor felt her essence in the breeze. A cold shiver ran up his spine. Stuffing his pockets with food, Oric set out from the city in search of his friend.

**REQUIRED CORRUPTED:** Ophion

**WIN:** Complete both phases before the end of Day 4.

**LOSS:** If Persephone is defeated, you lose. If Oric is defeated, gain 1 Doom counter. The second time Oric is defeated, you lose.

**SPECIAL RULES:**

Do not gain Oric’s Ultimate by normal means. Instead, gain his Ultimate only if Persephone becomes Terrified. In Phase 1, Ophion’s Abilities, only effect Oric. Set Ophion as though 2 players were in the game. Ophion cannot lose a Resilience token, nor go below 1 Health, until Phase 2.

**PHASE 1**

**SET UP:** Spawn Oric on space 3 in Oppenheim, Persephone on space 3 in the Drear, and Ophion in the Dojo. Set up Persephone’s play area as though another player was in the game.

**OBJECTIVE:** Transfer a total of 15 energy from Oric to Persephone to free her of her binds. You must be on the same space to pass energy, reducing your bars and increasing hers by a subsequent amount in any combination of colors. Once Persephone is freed, she must be carried back to the Dojo for healing. Move her figure alongside Oric until you end your turn in the Dojo, then proceed to Phase 2.

**Scenario Roll Effect:**

- **ROLL:** Spawn a Doom counter on the a space in the Drear matching the number rolled. These are manifestations of Persephone’s unhinged terror, exploited by Ophion. The terrors have 1 Health, deal 2 damage, and have range 0. At the end of each Corrupted turn, move all terrors on the board one space towards Persephone. If a terror reaches Persephone, she loses 2 Health, then remove the terror from the board. There can only be 6 terrors in play at a time.

**PHASE 2**

**SET UP:** Time for payback! Switch your character space with Persephone’s, and remove Oric from the game. You are no damsel, but a monstrous murder machine. Transfer any Items collected as Oric to Persephone. Select Level Up cards for Persephone if Oric’s transfer caused you to pass any thresholds, and draw your Ultimate card immediately. There is no more Scenario roll effect for the duration of this fight.

**OBJECTIVE:** Defeat Ophion!

---

10. Operation Sandman (2+ players)

“I wish no one on Hara was afraid anymore!” Ophion smiled at the childish wish; he learned long ago that the Kensei’s rules prevented controlling free will. After all, everyone has a right to be scared.

**REQUIRED CORRUPTED:** Ophion

**WIN:** Complete all three phases before the end of Day 6.

**LOSS:** When any player is defeated, gain 1 Doom counter. If the number of Doom counters equals or exceeds the number of players +2, you lose.

**SPECIAL RULES:**

Do not start with Ophion in play. Ophion is spawned at the start of Phase 3. The Scenario Roll Effect takes places in each phase.

**Scenario Roll Effect:**

- **1-2:** All players gain 1 Gold energy.
- **3-4:** All players must pay 2 Spirit. If all players do not pay, gain 1 Doom counter.
- **5-6:** Varies by phase. See below:

**PHASE 1:** Pick up all Scenario tokens that are not in a player’s stash. Flip those tokens face-down, shuffle them, and randomly spawn each token using the World dice.

**PHASE 2:** Place a Scenario token on the Hydra. The Hydra gains +1 Health for each Scenario token.

**PHASE 3:** Ophion gains an additional Activation.

**PHASE 1**

**SET UP:** Take Scenario tokens equal to the number of players plus two, proceeding in numerical order. For example, if you are playing with two players, use tokens 1-4. If you are playing with four players, use tokens 1-6. Flip the Scenario tokens face-down, and shuffle them. Roll the World dice for each token, placing a random face-down Scenario token on the designated space.

**OBJECTIVE:** Pick up each Scenario token!

When a player lands on the same space as a Scenario token, flip it face up. A token can only be picked up (and added to a player’s inventory like an Item) if they have the preceding number token. For example, the number 2 token cannot be picked up unless that player is holding the number 1 token. The number 1 token must be the first to be picked up, but tokens can be flipped in any order. Tokens are treated like Items, and may be given. When one player is holding all Scenario tokens, proceed to Phase 2.

**PHASE 2:**

**SET UP:** Spawn The Ancient Hydra on the Dojo. Roll the symbol World die and switch the Dojo tile with that World tile, keeping
orientations the same. Do the same at the end of each Dawn round during Phase 2.

**OBJECTIVE:** Defeat The Ancient Hydra.

Once the Hydra is defeated, proceed to Phase 3.

**PHASE 3:**

**SET UP:** Spawn Ophion on the number 3 space in The Drear.

**OBJECTIVE:** Defeat Ophion. All players must have reached max energy in at least one color when Ophion is defeated. If not all players have, Ophion gains 1 additional Resilience and the game continues. If Ophion is not defeated by the end of Day 6, you lose.

**REWARD:** Unlock the progression card "The Girl Who Lived" for Persephone.

---

**11. Misplaced Valor (3+ players)**

"I wish to become a brave warrior," Persephone said firmly, puffing out her chest. As her shadow grew longer, Persephone stood taller. It wasn’t a lack of fear she was feeling, but a maddening and intoxicating swell of courage. Her vision faded into a brilliant blue light. As her power surged, she began to lose control.

**RECOMMENDED CORRUPTED:** Ophion (doesn’t start in play).

**WIN:** There are two sides; Persephone and all other players. Every time another player is defeated, Persephone gains a Scenario token (even if she wasn’t the one to defeat them). If Persephone gets 3 Scenario tokens, she wins. When the other players defeat a Monster, place it in their inventory. When those players have defeated Monsters equal to four times the number of total players, they win.

**LOSE:** If one team wins, the other team loses.

**SPECIAL RULES:**

Persephone begins the game by gaining 3 Gold energy. Persephone gains a new passive ability: At any time, Persephone may spend six Fear to put a Corrupted into play. The summoned shade of that Corrupted has all the same abilities and stats, but only lasts for one turn before disappearing. The Corrupted shade is on Persephone’s team. See "Corrupted Teammates" on pg. 19. Persephone may activate this ability any number of times in a game.

**Scenario Roll Effect:**

- 1-2: Spawn a random Corrupted on the Dojo with 6 Health.
- 3-4: Look at the top 2 cards of any deck. You may put them back in any order, on top or on the bottom of that deck.
- 5-6: Draw your Ultimate.

**REWARD:** Unlock the progression card "Shadow Mold" for Persephone.

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**12. The Language of Love (Solo)**

When the chaos of the Conflux dies down, Persephone often asks her fellow champions to tutor her in reading and writing. When the young girl earns a wish, her friends gather to help her get the words just right. Naturally, the Kensei felt Persephone was the perfect candidate to reignite Hara’s translation glyph - the magical force allowing lifeforms from dozens of planets to understand one another.

**RECOMMENDED CORRUPTED:** None to start.

**WIN:** Acquire 8 Dreamstones.

**LOSE:** If you are defeated, gain 1 Doom counter. The second time you are defeated, you lose. If you have not won by the end of Day 4, you lose.

**SPECIAL RULES:**

Do not start the game with a Dreamstone. Begin by shuffling Scenario tokens 1-6 face down, and spawning them on random spaces. When you move onto a Scenario token, flip it face up. Each token has Health equal to its number. For example, the number 6 token has 6 Health. When you defeat a Scenario token, gain 1 Dreamstone. You may hold any number of Dreamstones in your inventory. Do not gain your Ultimate Ability as normal.

**Scenario Roll Effect:**

- 1-2: Spawn a random Corrupted on the Dojo with 6 Health.
- 3-4: Look at the top 2 cards of any deck. You may put them back in any order, on top or on the bottom of that deck.
- 5-6: Draw your Ultimate.
13. Together, Stand (2+ players)

"I wish to quench the flames on my skin, and touch those who have grown dear to me." Perhaps, for the first time in a long time, a wish will not cause disaster. The other champions gather around, and embrace the tearful girl. "Well then," choke the Kensei, "Off you go together, on some grand adventure."

RECOMMENDED CORRUPTED: None to start.

WIN: All players must complete 2 Quests and all be on the Dojo together at the same time.

LOSE: If Day 6 ends and any player has not completed both quests, you lose. If a player is defeated, gain 1 Doom counter. If Doom counters ever equal or exceed the number of players +1, you lose.

SPECIAL RULES:

Begin the game by dealing each player 2 random Quests.

Scenario Roll Effect:
- 1: Put a random Corrupted into play on a random space. That Corrupted gains 2 immediate Activations, and then is removed.
- 2-3: Following turn order, each player rolls the World dice and transports to that space.
- 4-5: Players must choose to either pay 2 Spirit or lose 2 Health.
- 6: All players gain 1 Gold energy.

REWARD: Unlock the progression card "Heels of Hellios" for Soff.

14. Divided, Fall (2 or 4 players)

Few things make Soff happier than fierce competition. It’s only recently that she has begun to enjoy competing alongside anyone but herself. Unfortunately, some of her comrades have been burned too many times of late. When a few complain, Soff only smiles.

RECOMMENDED CORRUPTED: None

WIN: Divide players into even teams. The first team to both a) complete 2 Quests and b) have a member reach max energy in all three colors and return to the Dojo wins. If the other team loses, you win.

LOSE: When a player on your team is defeated, gain a Doom counter. If you defeat a player on the other team while your team has a Doom counter, give them one of your Doom counters (instead of them taking a new one). If your Doom counters ever equal or exceed the number of players on your team +1, you lose.

SPECIAL RULES:

Team fight! Only playable with an even number of players. At the start of the game, deal each team 3 Quest cards. Each team then selects two Quests to embark on together. Any player on the team may complete either stage of that Quest, and they may divide the energy reward as they see fit among characters. Both quests parts must be completed to win.

15. In The Wake Of Giants (Solo)

Soff has spent most of her time on Hara as a wayward soul, traveling without destination. Despite feeling homeless, she often comes back to the Dojo for a good meal and a few sparring partners. The Kensei have always been kind to her, so if they’re under attack by some big blue lady, it’s time to grab the high ground and kick up some fire.

REQUIRED CORRUPTED: A’shura

VICTORY: Defeat A’shura
LOSE: If you are defeated, gain a Doom counter. Each time A’shura reaches the Dojo, gain a Doom counter. If the number of Doom counters ever equals or exceeds 5, you lose.

SPECIAL RULES:

Spawn A’shura on the number 2 space of a random World tile. Spawn Scenario tokens 1-6 face up randomly on the number 6 space of each zone. Spawn Monsters normally in the Dawn and Dusk rounds. You can only damage A’shura while standing on the lowest number Scenario token available. At the end of your Adventure phase, remove the Scenario token you attacked from that turn, if any. When all Scenario tokens have been used, shuffle and spawn them on the number 6 space of each World tile again. Do not gain your Ultimate by normal means.

Scenario Roll Effect:
- 1: A’shura gains an extra Activation.
- 2-4: Shuffle and randomly replace all remaining Scenario tokens.
- 5-6: Draw your Ultimate card.

16. Thirst for Vengeance (2+ players)

"I wish for more resources to continue my work." Thomas’ intention is clear; excavate more of the Arechi Wastes to find relics and materials for his inventions. However, the craftsman delved too greedily and too deep. His unearthing has awakened a sleeping sea giant, furious to see that her once beautiful home is now a desolate desert. The memories come flooding back: Hurrikan, Hara’s first champion, and his wish to subsume all of the Arechi Sea. The woman raises her massive arm and points a finger at the Dojo, calling out the complacent culprits - the Kensei.

REQUIRED CORRUPTED: A’shura
**WIN:** Defeat A’shura before the end of Day 6. All players must have reached max energy in their character’s primary color. If they have not, A’shura respawns with 1 Resilience token.

**LOSE:** Whenever A’shura lands on the Dojo, the Dojo gains 1 Doom counter. Whenever a player is defeated, gain 1 Doom counter. If Doom counters ever equal or exceed the number of players +2, you lose.

**SPECIAL RULES:**

At the start of the game, each player gains 2 Gold energy.

**Scenario Roll Effect:**

- **1:** Following turn order, each player rolls the World dice and transports to the designated space.
- **2-4:** A’shura gains an additional Activation.
- **5:** All players gain 1 Gold energy.
- **6:** Players may switch the Dojo with any other World tile, keeping their orientation the same.

**REWARD:** Unlock the progression card “Two Steps Ahead” for Thomas.

---

**17. Hero Complex (2+ players)**

Thomas looks down at the pocket watch, hands unmoving since he first stepped into Hara. All his creations, and he still cannot fix this clock, nor seem to create any new ways of telling time. Frustrated with the lack of answers, he turns to the only thing he knows: “I wish for a true challenge.” The Kensei laugh, but oblige.

**RECOMMENDED CORRUPTED:** Any two (they don’t start in play)

**WIN:** Defeat both Corrupted by the end of Day 6.

**LOSE:** Whenever a player is defeated, gain 1 Doom counter. Once 6 Doom counters have been gained, flip them face down and shuffle them. Whenever a player is defeated, flip a Doom counter face up. If you draw the number 6 counter, you lose. If not, remove it from the pile.

**SPECIAL RULES:**

At the beginning of Dawn on Day 3, spawn two Corrupted of your choosing onto random spaces. Each Corrupted has one less Resilience token than normal. Assign each Corrupted Scenario token 1 or 2 when they enter play to differentiate them. Corrupted Turns (and Scenario effects) do not begin until the Corrupted enter play. The two Corrupted are on a team with one another, and do not harm each other. See “Corrupted Teammates” on pg. 19.

**Scenario Roll Effect:**

- **1-2:** Corrupted #1 gets an additional Activation
- **3-4:** Corrupted #2 gets an additional Activation
- **5-6:** Players gain 1 Health, 1 Spirit, and 1 Gold energy.

**REWARD:** Unlock the progression card “Counter Logic” for Thomas.

---

**18. Rift Hunter (Solo)**

What sort of narcissist wastes their wish just to prove they can get the better of a friend? The Kensei look at one another and shrug – who are they to judge?

**REQUIRED CORRUPTED:** None. You are competing against Leaf!

**WIN:** Reach max energy. You can only gain energy from closing Rifts (you still gain items and special loot from defeating Monsters).

**LOSE:** If Leaf collects all 6 Scenario tokens, you lose. If you are defeated, gain a Doom counter. If the number of Doom counters ever equals or exceeds 2, you lose.

**SPECIAL RULES:**

Shuffle the Dusk deck, and spawn each card face up randomly on space 1-5 of each World tile. Cards do not spawn as normal during the Dawn and Dusk rounds. Randomly spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. Spawn Scenario tokens 1-6 face up. Thomas begins in the Dojo. 

Then place Grappling Roots with the “in hand side” up and Willow Punch with the “on board” side up.

After Thomas takes a turn, Leaf takes a turn. Begin Leaf’s turn by determining a target; Thomas, or the next Scenario token in numerical order, starting with number 1. Leaf will always choose the closer target. After picking a target, move Leaf towards it by flipping a blue card over, and activating the in hand side. After activating the blue card, place it in a discard pile. Once all blue cards have been Activated, flip them to the on-board side and reshuffle. If Leaf targets Thomas, he will attempt to attack after moving. If Leaf makes it to the same space as Thomas, he will activate the on-board side of Willow Punch, and push Thomas towards the Dojo. If he does not make it to the same space as Thomas, he activates the in-hand side of Grappling Roots. Leaf cannot be dealt damage this game. Leaf will always choose to spend Momentum, if possible. If he cannot pay Momentum to Activate an Ability, he does not use that Ability and his turn ends.

If Leaf lands on a space with a Scenario token, and he has collected the previous number (or it’s the number 1 token) remove it from the board and put it in Leaf’s inventory. Once Leaf has at least 3 Scenario tokens, his attacks deal +1 damage.

There are no Corrupted turns or Scenario Roll Effects.
GLOSSARY

ABILITY - Refers to either a player’s Ability card or a Corrupted ability
ACTIVATION - Using an Ability card from your hand or board during the Adventure phase of your turn. Players have three Activations per turn.
AGGRESSIVE (MONSTER KEYWORD) - Aggressive Monsters attack players one time as soon as that player enters the Aggressive Monster’s space on his or her turn
ALLY (MONSTER KEYWORD) - While on the same space as a Monster with Ally, you may choose to discard that Monster instead of fighting it to gain the reward listed after Ally in their text box. You do not gain their normal rewards.
ARMORED (MONSTER KEYWORD) - Armored Monsters cannot be dealt damage outside of range 0. They may still be targeted with Abilities from range.
ATTACK - Any Ability card or Item that does damage
BOSS - The strongest Monster in a World Deck, as designated by a skull symbol on its text box. If this Monster is placed onto the board anytime on Day 1, shuffle it back into its deck. Also referenced by Scenarios
CHALLENGE RATING - The value a player has to meet or exceed in order to succeed while attempting to close a Rift or complete an Event by rolling a die and paying Spirit
CHAMPION - The winner of a Versus Arena. The champion character has a choice of two scenarios when playing a Story Arc, beginning on page 23.
CHARACTER - There are six different playable individuals in the core game, each with their own stats, resource mechanic, and Ability cards.
CHARGES - The number of times an Ability card or Item card can be activated, as indicated by the number in the center. Once played, it does not cost an Activation to use a charge.
CORRUPTED - Powerful villains players must face across different Scenarios
CRITICAL (MONSTER KEYWORD) - When this Monster attacks, one player rolls a die on their behalf. The critical effect happens if the roll results in a 5 or 6.
DAMAGE - Being dealt damage reduces Health by the same amount
DANGEROUS (MONSTER KEYWORD) - If you defeat this Monster while in its range, you take damage equal to its attack strength.
Dawn Round - The first round of a Day. Pass turn order cards, then spawn cards from the World decks. Each player takes 1 turn.
DAY - Used to track time throughout the game. A Day consists of two rounds: Dawn round and Dusk round. Draw a World Shift card at the end of each Day.
DEFEAT - Refers to reducing the Health or a player, Corrupted, or Monster down to 0.
DOOM COUNTER - Tokens used to track the various loss conditions in different Scenarios.
Dusk Round - The second round of a Day. Spawn cards from the Dusk deck equal to the number of players plus 1. Each player takes 1 turn.
ENEMY - Refers to any players or Corrupted that are not on your team.
ENERGY - Represents the three aspects of light that make up all matter on Hara: Red, Blue, and Green. Required to gain more cards and win the Versus Arena, as well as part of the victory condition in several Scenarios.
EQUIPMENT - A type of Item card that provides a passive benefit, or a limited number of charges. Equipment Items stay in your inventory space.
EVENT - Story cards found in the World decks that provide an immediate energy reward, followed by a choice or challenge. These cards are spawned face down on the board.
EXPOSE WEAKNESS - While one or more Corrupted are in play, players may discard a Dreamstone Item during their turn to trigger this effect. It does not cost an Activation.
FREE - Represented by the word “Free” at the end of an Ability card’s text, free Ability cards do not cost an Activation to use during the Adventure phase of your turn.
HEALTH - The amount of damage a player, Monster, or Corrupted can take before being defeated. Monster Health resets at the end of each turn.
ITEM - Powerful rewards given by certain Monsters or Events. Do not require an Activation to use. Item cards are returned to the Item deck when discarded.
LEVEL UP PILE - A deck of character specific cards that a character can choose from when reaching the middle threshold on their energy bars or when receiving their Ultimate.
MONSTER - Creatures from the World decks and Dusk deck that can be defeated for energy and other rewards, with varying risk. These cards are spawned face up on the board.
MONSTER KEYWORD - A single word indicator in a Monster’s text box that tells the player that a Monster has a special quality.
MOVE - Refers to maneuvering character figures and Corrupted figures around the board a number of spaces equal to the value following the word “move.”
PICK UP/PUT DOWN CARDS - The act of moving a card from your hand to the board, or board to your hand, without Activating the Ability
RANDOM SPACE - The 36 playable spaces on World tiles (not including the Dojo) that can be selected by rolling the World dice
RANGE - The number of spaces between you and a target. The space you are currently on is considered range 0. All adjacent spaces are range 1. You may choose to target a Monster that is closer to you than an Abilities max range.
RESILIENCE TOKEN - Used to track how many times a Corrupted’s Health bar must be depleted in order to defeat that Corrupted
RIFT - Unstable energy that can be collected by players. These cards are spawned face up.
ROUND - There are two rounds per Day, each consisting of one turn per player.
SEARCH - When instructed, players first look through the designated deck, then the discard pile, and then the game box for the specified card.
SCENARIO - Narrative based puzzles that are typically cooperative
SCENARIO TOKEN - Tokens used to mark effects unique to a given Scenario
SPAWN - The act of placing a character, Corrupted, Monster, Rift, or Event onto a space on a World tile. Characters spawn with Health and Spirit values listed on their character card.
SPECIAL LOOT - A helpful reward received immediately when defeating a Monster
SPIRIT - A character’s willpower, spent for Challenge ratings on Riffs and Events.
TARGET - Can be a player, Monster, or Corrupted. If an effect says “all targets” it can include you, but if it says “all other targets” it does not include you.
TEAMMATE - Players or Corrupted on your side in a Scenario. In the Versus Arena you are your only teammate. Corrupted do not target their teammates with Abilities.
THE DOJO - The space at the center of the Dojo tile. Unless otherwise stated, it is where characters respawn. Ending your turn here allows you to gain any combination of 3 Health and/or Spirit. Monsters cannot deal you damage while you are in the Dojo (but players and Corrupted can). Players must return here to win the Versus Arena.
TRANSPORT - Picking up a figure and placing it on a different space (not considered movement). You do not land on any spaces between you origin and destination.
TURN - Player turns consist of two phases, Adventure and Monster Attack.
ULTIMATE - A special Ability card given to players at the start of the Dusk round on Day 3 and after reaching max energy in their primary color. Ultimate cards can also be gained as a result of Items and Scenario effects.
VERSUS ARENA - The standard player against player game mode
WORLD DECK - The flower shaped board that contains a spot for the corresponding World deck, and 6 playable spaces. Can move and change orientation throughout the game.

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